Disney's

the Haunted Mansion

TEEN
T
CONTENT RATED BY ESRB

TDK®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started 2
Starting Up 3
A Quick Tour 3
- Game Controls 3

Settling In 4
- Memory Cards 4

Welcome 5
On Your Own: Navigating the Menu Screens 6
- Main Menu 6
  - Enter 6
  - Options 6
- Brightness Menu 6
- Options Menu 6
- Pause Menu 7

Saving and Loading 7
The Haunted Mansion 8
- The Game 8

Zeke 10
- Basic Moves 10

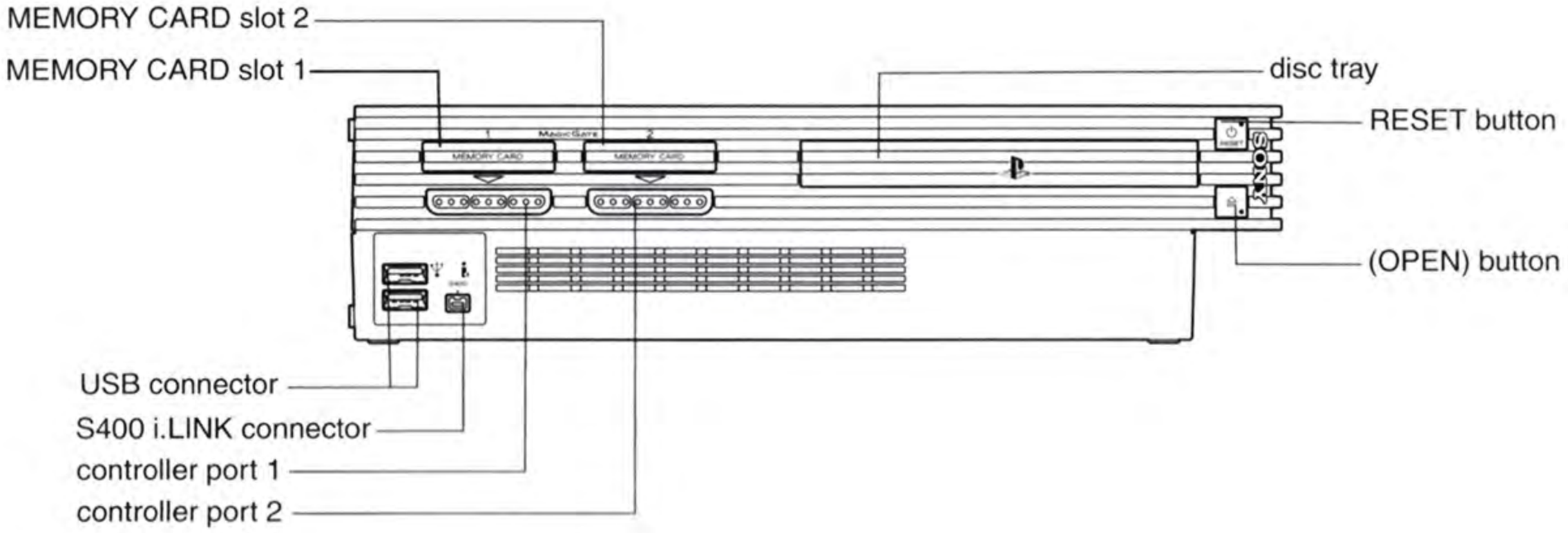
The Residents 11
- Madame Leota 11
- Friendly Ghosts 11
- Atticus Thorn 12
- Evil Spirits 12
- Spiders 13
- The Others 13

The Beacon 14
- Combat 14
- Searching 14
- Soul Gems 15
- Death Certificates 15
- Shriveled Souls 15
- Spirit Barriers 16

Grandfather Clocks 16
Curious Items 17
- Doc P's Tonic 17
- Fortune Cards 17
- Mumbo Dolls 17

A Haunting Last Thought 18
BEWARE: Hints and Tips 18
Credits 19
Warranty 21

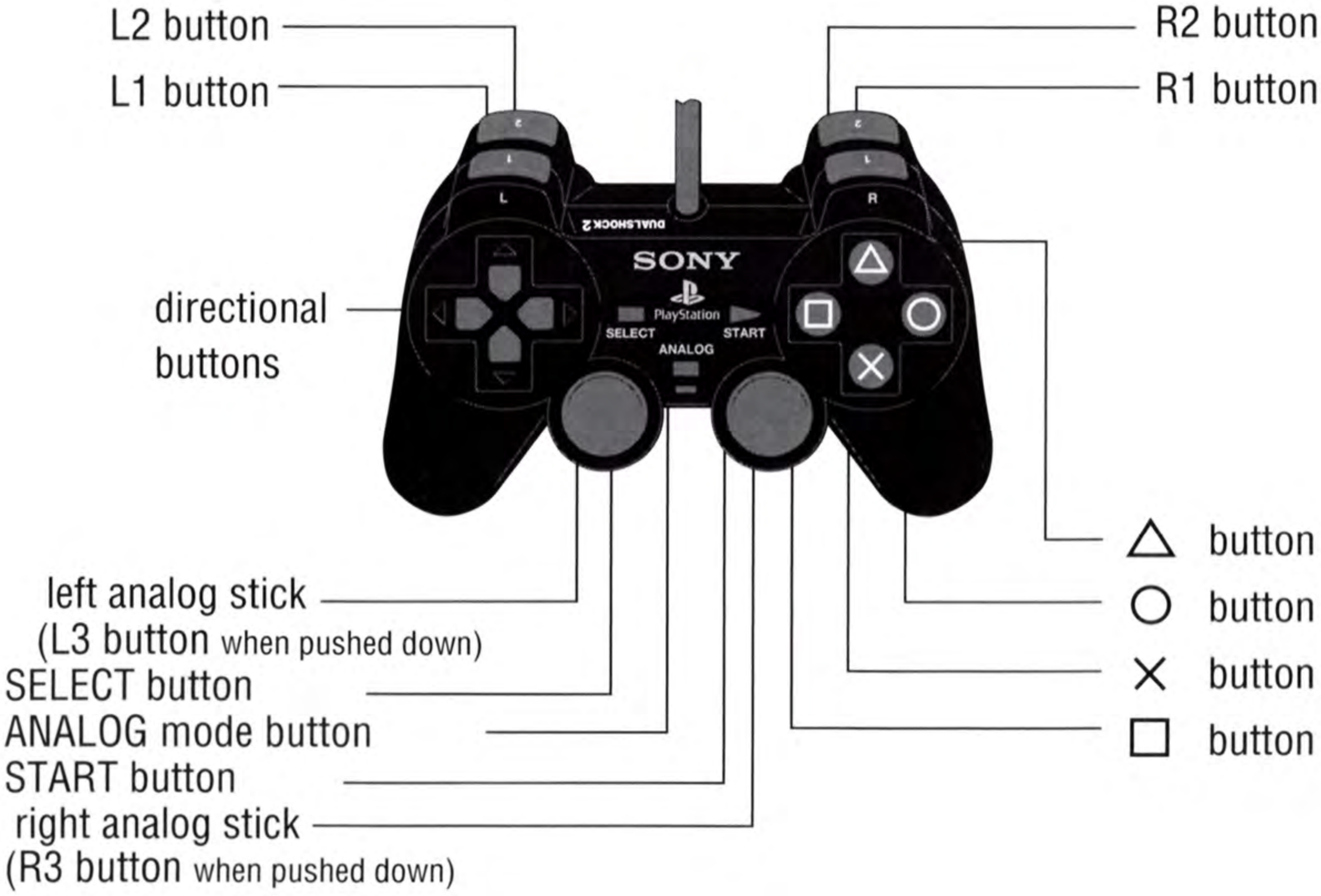
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place **The Haunted Mansion** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



A Quick Tour

Quick controls to guide you as you begin playing **The Haunted Mansion**.

Game Controls

START button	Pause
up, down, left, right directional button	Hints
left analog stick	Movement
right analog stick	Camera Rotation/Lock On Targeting (while holding Lock-On)
⊗ Button	Jump
□ Button	Activate/Search
○ Button	Soul Collector (Snag [press]/Drag [hold])
△ Button	Look Camera
L1 Button	Lock-On
L2 Button	Camera Rotate Left
R1 Button	Fire [press]/Charge [hold]
R2 Button	Camera Rotate Right

Settling In

Memory Cards

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of the Playstation®2. You can load saved game data from the same card, or from any memory card (8MB)(for PlayStation®2) containing previously saved games. At least 59KB of free space must be available on the memory card (8MB)(for PlayStation®2) in order to save game data. If less than 59KB of free space exists, delete old data before saving. Do not remove the memory card (8MB)(for PlayStation®2) or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do. For more information, see Saving and Loading on page 7.

Welcome

...foolish mortal...This is **The Haunted Mansion.**

I am your host or should I say, ghost host. Come in, stay a while and warm yourself by the fire. A soul could catch their death in this weather. But, I fear there is much more to be wary of than a little rain.

I don't mean to frighten you prematurely, but it seems only one other guest will be accompanying you this evening... and he has not yet arrived. If he does, it will be my sincere pleasure to introduce you to him—a charming young fellow by the name of Zeke, with whom I'm sure you'll become well acquainted, as the night creeps on.

It is my understanding that young Zeke comes to us seeking employment at the estate. While the mansion has not seen life in many years, and perhaps has a few cobwebs, I'm afraid our interview process is still rather...grueling.

Ahh! It seems our guest of honor, has arrived after all.
I'll inform the others, and see to it that Zeke finds his way inside.
Don't go anywhere—the tour, will begin when I return.

There's no turning back now...

On Your Own

How to navigate the Menu screens.

Main Menu

From the Main Menu, you can select Enter or Options. Use the directional buttons to highlight an option then press the ⊗ button to confirm.

Enter

Select Enter to start a new game or to select a saved game. Then choose from three difficulty settings Easy, Normal or Nightmare.

Options

This will take you to the Options Menu, where you can adjust various features and settings for **The Haunted Mansion.**

Options Menu

From the Options screen, you can adjust various features and settings for **The Haunted Mansion.** Use the directional buttons up and down to highlight an option. Adjust the options by pressing the △ button or by pressing left or right on the D-pad. Confirm your choice with the △ button. You can adjust the following options:

Controls - Vibration Feature On\Off, Invert Look, Show Controls

Sound

Music

Brightness

Heads Up Display On/Off

Tortured Souls - This selection displays a list of the people responsible for creating and publishing **The Haunted Mansion.**

Pause Menu

During your game you can access the Pause Menu by pressing the START button.

You can adjust the following options for the Pause Menu

View Death Certificate

Options

Quit

Saving And Loading

When starting a new game from the Main Menu, you will select a Save Game slot where your game progress information will be saved. Likewise, when you wish to continue your game later, simply choose Enter from the Main Menu and select your Save Game slot to play. Saving game progress during play can be accomplished by activating Grandfather Clocks throughout the mansion.

The Haunted Mansion

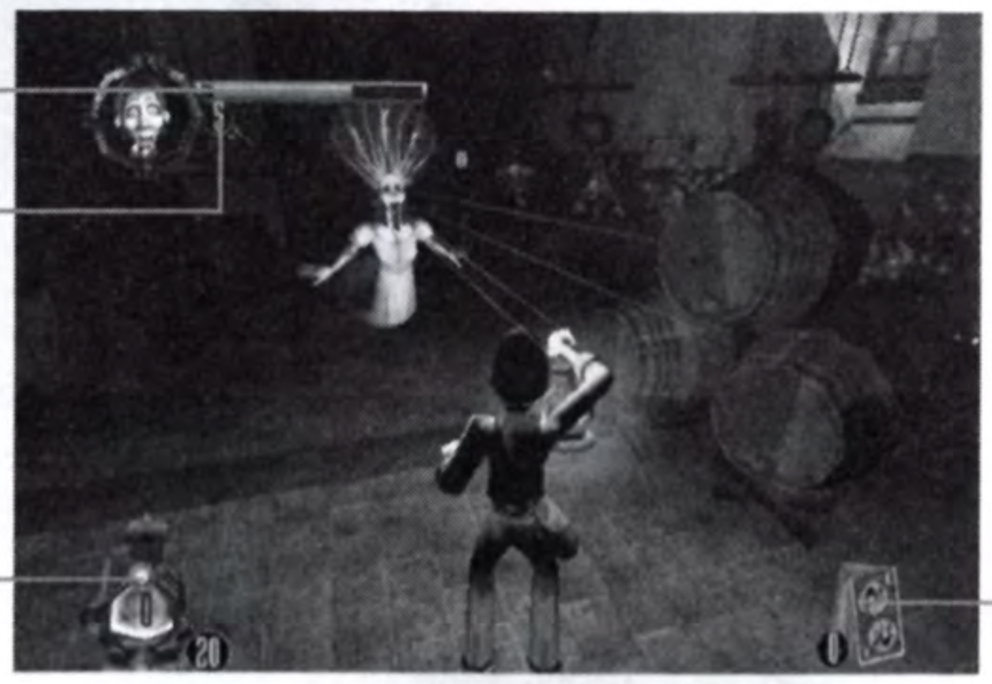
The Game

Upon entering the mansion, Zeke finds himself trapped inside with a mysterious fortune-teller, Madame Leota, and other ghostly inhabitants. Only by helping them to rid their mansion of evil can he help himself to escape.

Early on, Zeke is given a magical lantern and told that to succeed in his quest to rid the mansion of evil, he must restore light to each of the many rooms and chambers. But the evil forces fighting against him are very clever and powerful. They have twisted the rooms into supernatural puzzles which he must solve before he will be able to restore light to each room. Likewise, these evil forces will seek to frighten Zeke to an early grave and must be battled using the power of the magic lantern.

Fighting his way through hordes of enemies, and solving each puzzle, Zeke will need to navigate the halls and stairways of the mansion with extreme caution. Upon finding the light source for each room, Zeke must then use the lantern to capture these evil forces and transform their energy into good.

Bravery, wits and reflexes will all be required of Zeke as he makes his way through the twisted mansion, for within these walls there is much more than shadows and cobwebs to be discovered.



As you play the game, you'll be following Zeke through the mansion, viewing the action from slightly above and behind Zeke as he moves. Three key areas of the screen will help you to keep track of Zeke and his accomplishments in the mansion: Zeke's Bravery Meter, The Beacon of Souls and the Deck of Fortune Cards.

Zeke's Bravery Meter – A blue bar shows how much bravery Zeke has at a given time, as well as a picture of Zeke's face, both of which will change whenever Zeke is attacked or frightened by something. When Zeke restores light to a room in the mansion, he will feel less afraid, and his Bravery Meter will reflect this by increasing in length. However, when Zeke enters a dark and unfamiliar part of the mansion, his Bravery Meter will shrink, indicating his fearfulness. Additionally, the number of lives Zeke has is located beside his portrait.

The Beacon of Souls – This lantern displays a colored gem for each shot type Zeke has gained, matching the color of the available Beacon attacks Zeke can use. Inside, you can see the number of Shriveled Souls Zeke has collected so far in the mansion, while beside it is shown the number of Souls for Zeke left to find in the current room.

Deck of Fortune Cards – This displays the number of single Madame Leota Fortune Cards Zeke currently has in his possession. Whenever Zeke picks up a total of ten of these Fortune Cards, he will gain an extra life, which is then displayed by his portrait on his Bravery Meter.

Zeke

A rather shy and dreamy young man, Zeke spent much of his childhood in orphanages, learning early on how to fend for himself. Zeke has high hopes of one day becoming an author, but is currently stumped as to what to write about. In the meantime, Zeke's primary concern is finding a job to support himself—which has brought him to the gates of a rather foreboding rural estate.

Basic Moves

To help Zeke survive the ordeal in the mansion, you're going to need to know just what he's capable of.

- To move Zeke, use the left analog stick. Zeke can sneak, walk or run depending on how far you move the stick.
- To fight off Zeke's enemies, Press the **R1** button to fire shots from Zeke's magic lantern. To target enemies and direct your shots at them, hold down the **L1** button to Lock-On.
- To take a good look at Zeke's surroundings, use the right analog stick to control camera rotation. If you want an even better look at something in the mansion, press the △ button to use the Look Camera.
- Sometimes Zeke may need to jump to get somewhere. To jump, press the ⊗ button.
- Many locations in the mansion feature objects that pulse which are interactive—to get Zeke to activate or search them, press the □ button.

The Residents

As Zeke progresses through the MANSION, he will ENCOUNTER MANY WONDROUS AND FRIGHTENING INHABITANTS. SOME will be friendly, others hostile. But IN either case, all will be eager for Zeke to join THEM.

Madame Leota

ONCE a powerful FORTUNE-TELLER, Leota BECAME ONE of the first victims to SUCCUMB to the evil that NOW CONTROLS the MANSION, trapping INSIDE the living AND the dead alike. Leota will be a source of POWER AND INFORMATION for Zeke DURING his stay at the MANSION. To have Madame Leota consult the spirits for help with ANY puzzle, press ANY DIRECTIONAL BUTTON.

Friendly Ghosts

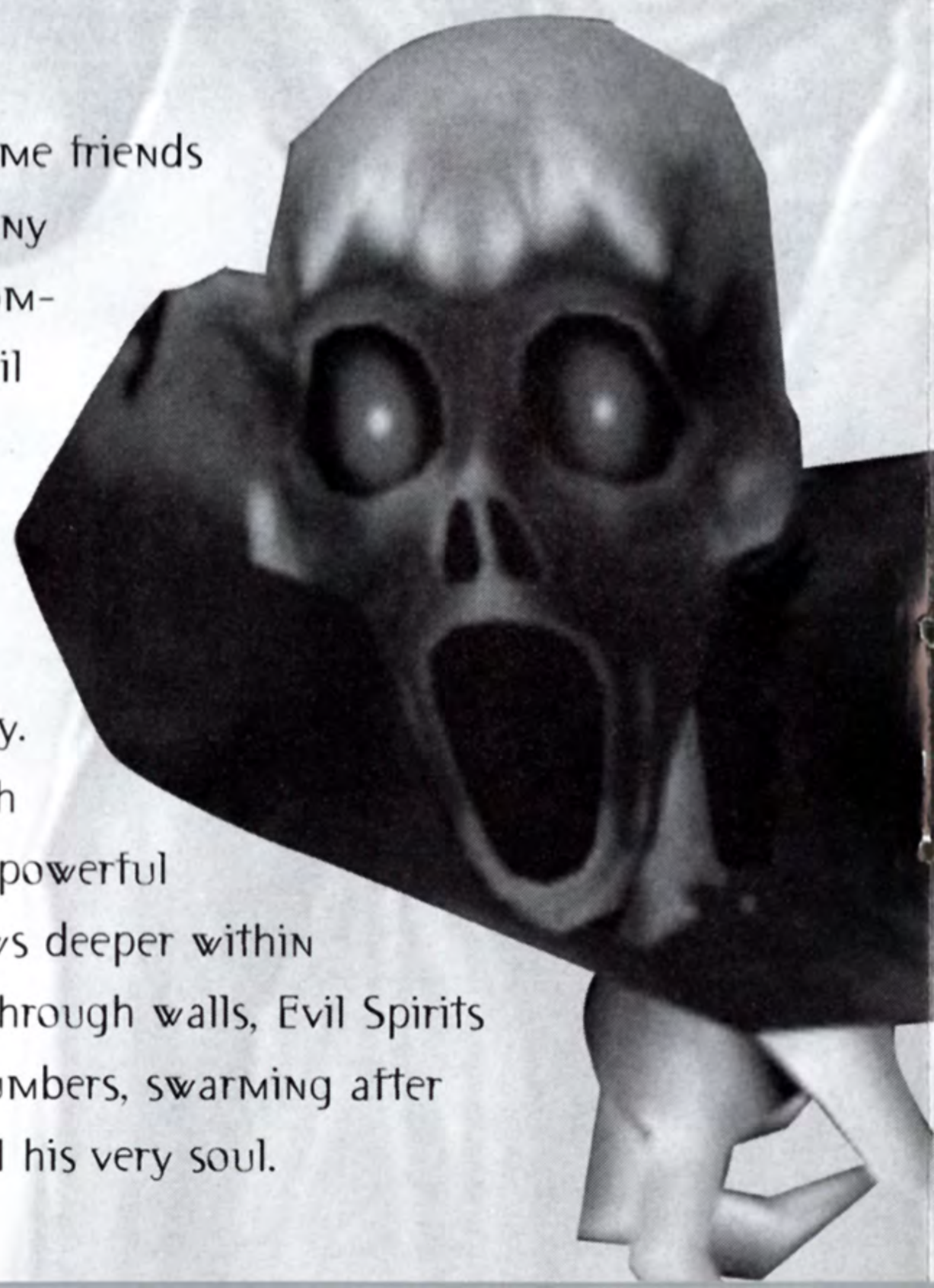
Madame Leota's closest friends IN the spirit world will also aid Zeke IN his quest through the MANSION. These six ghosts—the departed souls of AN opera SINGER, a KNIGHT, AN ORGANIST, a duelist, a pirate AND AN old lady—each keep ONE of the Beacon's six Soul GEMS AND have BEEN INSTRUCTED to deliver THEM ONLY to Zeke.

Atticus Thorn

Twisted and evil, Atticus Thorn is the leader of a secret order whose sole purpose is to wipe out the good forces in the world. It is Thorn who is responsible for imprisoning Madame Leota, the ghosts and now Zeke within this haunted mansion. His evil minions now roam the mansion freely, aiding him in his sinister plans and preventing Madame Leota and the others from rising up against him. Little is know to Zeke about Thorn in the beginning of the game, but in time he will learn much about this adversary.

Evil Spirits

Though Zeke may have some friends in the mansion, he has many more enemies, the most common being Evil Spirits. Evil Spirits are the souls of the lost, the unhappy, the selfish and the angry, bound to serve in the mansion for all eternity. Evil Spirits vary in strength and speed, with the more powerful varieties lurking in shadows deeper within the mansion. Able to fly through walls, Evil Spirits almost always attack in numbers, swarming after Zeke in an attempt to chill his very soul.



Spiders

The MANSION has become infested with all sorts of pests and VERMIN IN RECENT MONTHS, NOT the least of which are Spiders. Their webs are everywhere IN the MANSION, AND Zeke will NEED to stay alert—you NEVER KNOW WHEN ONE of these eight-legged beasties will drop IN for a bite.

The Others

There are also MANY other souls trapped IN the MANSION with MadaME Leota AND her friENDS. Though they are SOMEWHAT CONFUSED AND UNAWARE of what is happENING AROUND THEM, they have beEN KNOWN to MAKE a ghostly appearANCE FROM TIME to TIME.

The Beacon

During his adventure in the mansion, Zeke will carry with him a magical lantern known as The Beacon of Souls. Given to him by Madame Leota, The Beacon will not only be Zeke's weapon against the evil forces which have invaded the mansion, but will also allow him to unlock new locations and discover the many secrets hidden within.

Combat

The Beacon's energy is what Zeke will use to defeat and capture his evil adversaries. As Zeke gains new Soul Gems for The Beacon, it will be able to fire more powerful light attacks, ranging from Rapid Shots, which do light damage but can be fired very quickly at enemies, to Power Shots, that can inflict a huge amount of damage in a single attack. Beyond Power Shots, Zeke can also increase The Beacon's energy to fire Ultra Shots that can devastate a whole group of enemies at once. To fire Power and Ultra Shots, hold down the **R1** button to charge up the Beacon and release to fire.

Fighting enemies is much easier if you use the Lock-On controls. To target a specific enemy, hold the **L1** button. To switch targets between enemies while using Lock-On, simply move the right analog stick to lock onto a different enemy.

Searching

While many enemies are destroyed by The Beacon's light, Evil Spirits simply lose power from the light and move to dark places. Whenever Zeke defeats an Evil Spirit, it will shrivel up and fly away looking for a place to hide. Once Zeke has found the light source, Zeke needs to locate the hidden Shriveled Souls. To search an object, press the ▣ button.

Soul Gems

The power of The Beacon is contained in six magic gems known as Soul Gems. At various points in the game, Zeke will gain a new Soul Gem from one of Madame Leota's ghostly friends. These will increase The Beacons power, allowing Zeke to collect more Shriveled Souls at a time and fire more damaging shots at his enemies.

Death Certificates

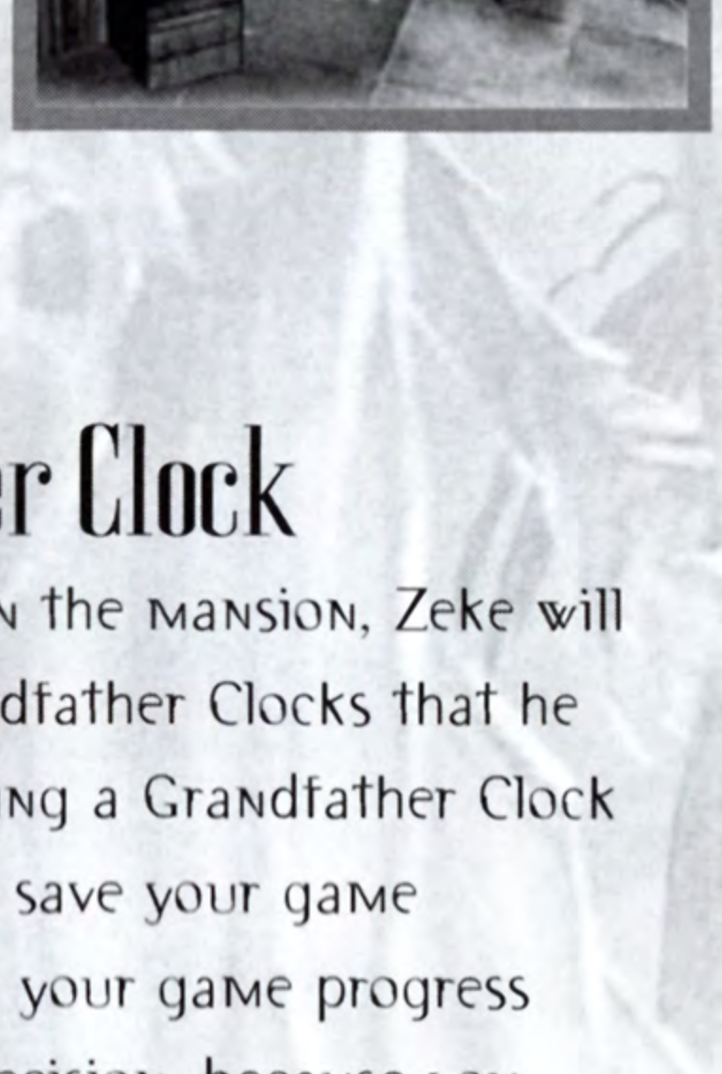
Scattered around the mansion are bits and pieces of the Death Certificates for each of the six friendly ghosts. The evil that has crept into the mansion has confused these ghosts and made them very forgetful. Returning their Death Certificates can often be enough to refresh their memory.

Shriveled Souls

Whenever Zeke encounters a Shriveled Soul, it will do its best to try to get away. Fortunately, another of The Beacons' abilities is the power to capture these little fellows. Tap the ◉ button to send out a beam from The Beacon to snag a Soul, then hold it in to drag it back to The Beacon. As The Beacon becomes more powerful, you can snag more Souls simultaneously—to do this, tap the Soul Collector button multiple times. Collecting Shriveled Souls in The Beacon increases its powers of good, allowing it to break down any evil magic barriers Zeke encounters.

Spirit Barriers

To get through one of these barriers, Zeke needs to collect enough Shriveled Souls in The Beacon to destroy the barrier. Each room contains enough Shriveled Souls to allow Zeke access to additional rooms in the mansion, by giving The Beacon enough power to break down the barrier. To destroy a barrier, approach it and press the ▣ button.



Grandfather Clock

Here and there in the mansion, Zeke will find creepy Grandfather Clocks that he can activate. Using a Grandfather Clock will allow you to save your game progress. Saving your game progress often is a wise decision, because you never know what might be lurking in the darkness ahead.

Curious Items

Scattered throughout the mansion are many strange and wondrous items, which Zeke can acquire to aid him in his quest. Among these are:

Bravery Tonic

Gulping down a bottle of Doc Penczek's Genuine Olde Fashioned Bravery Tonic will replenish Zeke's bravery whenever he starts looking a little scared.

Fortune Cards

Gathering up Madame Leota's long lost deckof magic Fortune Cards helps gain extra lives for Zeke.

Mumbo Dolls

Each time you collect one of Madame Leota's Mumbo Dolls, Zeke gains a permanent bravery boost, which can help Zeke to face tougher enemies.

A Haunting Last Thought...

Haunted by spirits and creeping with crawlers, the mansion is home to evil in many forms. Zeke will need every ounce of bravery he can muster and all the power of The Beacon to vanquish his enemies. Keep your eyes and ears open, and be ready for anything!

BEWARE: Hints and Tips

- Objects in the game that Zeke can interact with will pulse. Always keep your eyes open for pulsing objects.
- Don't forget—use the Lock-On Button to target Zeke's enemies in combat. Lock-On can make aiming and shooting much easier.
- Some objects in the mansion are crooked or may seem out of place. These objects pulse very slowly and are linked to secret areas.
- Pay attention to enemies when you shoot at them. If you notice your shots are bouncing off of them, they may be immune to that shot.
- To drag Shriveled Souls into the Beacon more quickly, hold the Soul Collector Button while spinning Zeke to the left or right. This motion can pull the Souls much like using a fishing pole.

For more Hints and Tips, visit The Haunted Mansion Game website: www.hauntedmansiongame.com

Credits

Published By TDK Mediactive, Inc.

Executive Producer
Vincent Bitetti

Executive Producer in Charge of Production
Steve Ryno

Senior Producer
Tim Goodlett

Producer
Gabriel Jones

Assistant Producer
Ryan Kaminaga

PD Coordinator
Adeline Petros

Brand Director
Chaz Fitzhugh

Senior Brand Manager
Stephanie Ackerman

Quality Assurance Director
Donn Nauert

Quality Assurance Lead Tester
Erik Van Rooy

Quality Assurance Sr. Tester
Greg Manley

Quality Assurance Team
Derek Bly
Josh Brass
Michael Chang
Jimi Doss
Kevin Faubert
Nam Kim
Will Kus
Chris Lee
Shawn Mayer
Mariano Merino
Mischa Pollack
Andrew Schmidt
Ryan Schwarz
Shannon Schwarz
Jeff Sferra
Brandon Sherman
David Yasno

President and COO
Shin Tanabe

CFO
Martin Paravato

Executive VP, Sales and Marketing
Michael Devine

Executive VP, Business Development
Daniel Kletzky

Director, Business Development
Andy Babb

VP, Operations
Lorena Billig

Licensed From Disney Interactive

Sr. Producer
Chris Takami

Producer
Keith Hargrove

Assistant Producer
Jaime Serrano

Sr. Clearance Administrator
Tamira Webster

Marketing Manager
Nichol Bradford

PR Director
Angela Emery

Marketing Director
Bob Picunko

Promotions and Synergy Manager
Deborah Lawson

DK and Disney Interactive Special Thanks
Don Haun
Sanae Barber
Christine Cadena
Nancy Cho
Brett Dicker

Chris Drews
Ryan Fons
Steve Gilbert
Graham Hopper
Tom Kier
Sanjeev Lamba
Susan Lambert
Angelica Lassiter
Sasha Lord
Cherise McVicar
Georgia O'Conner
Jack Pan
Lance Porter
Jeff Powers
Claudia Ross
Scott Seifert
Mark Tucker
Dan Winters
Dave Wong

Developed By
High Voltage Software

Producer
Tim Shymkus

Lead Programmer
Jerry Karaganis

Lead Artist
Cary Penczek

Lead Designer
Sean Riley

Programmers
Enrique Conty
Brant French
Mark McNeill
Pradyut Panda
Jason Petersohn

Artists
Damion Davis
Gray Ginther
Jorge Hernandez
Bill Jacoby
Thomas Robins
Angel Ruiz
David Seabaugh

Designers
Josh Bear
Sean Lynn
David Pellas

Sound
Michael Caisley
Tim Schlie
Tim Stasica

Tools and Technology
Cory Bloyd
Todd Kuehnl
Christopher McCue
Kevin Meinert

QA
Andrew Cundiff
Bill Golz
Jon Krusell
Eric Stoll
Chris Tarczon

CEO/Founder
Kerry J. Ganofsky

President
John W. Kopecky

VP of Software Development
Jesse Helton

VP of Creative Content
Eric Nofsinger

Director of Technology
Brett Bourbin

Executive Producer
Kevin Sheller

Design Director
Tom Smith

Audio Director
D. Chadd Portwine

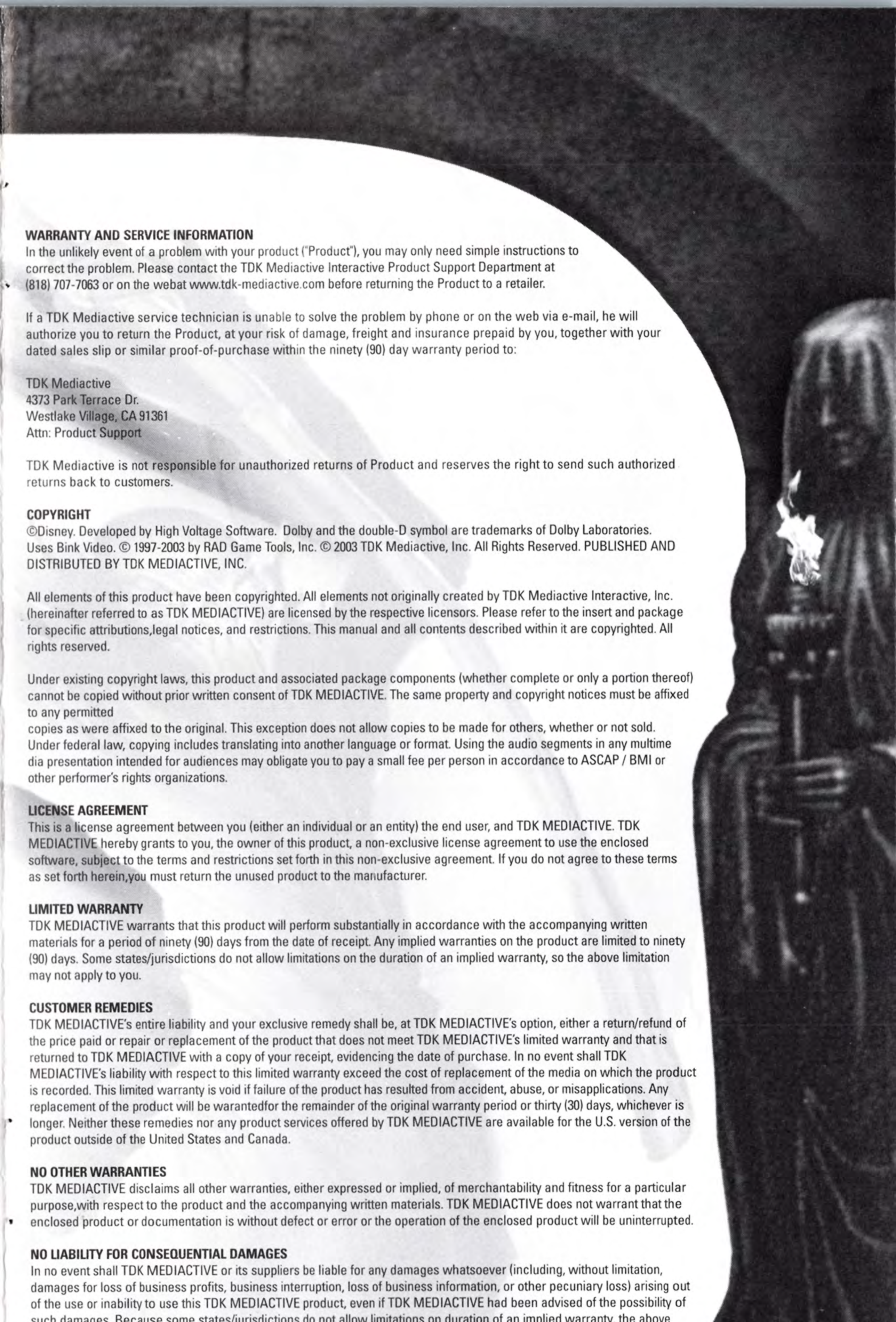
Office Manager
Maggie Bohlen

IT Director
Raymond E. Bailey

IT Specialist
Ryan Kellerman

Motion Capture
Red Eye Studio

Special Thanks
Jason Baysingar
Brad Bowling
Ryan Cashman
Jessa Carlson
Pat Dolan
Mark Gants
Mike Henry
Carlos Mendieta
Corey Stisser



WARRANTY AND SERVICE INFORMATION
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediactive Interactive Product Support Department at (818) 707-7063 or on the webat www.tdk-mediactive.com before returning the Product to a retailer.

If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

TDK Mediactive
4373 Park Terrace Dr.
Westlake Village, CA 91361
Attn: Product Support

TDK Mediactive is not responsible for unauthorized returns of Product and reserves the right to send such authorized returns back to customers.

COPYRIGHT
©Disney. Developed by High Voltage Software. Dolby and the double-D symbol are trademarks of Dolby Laboratories. Uses Bink Video. © 1997-2003 by RAD Game Tools, Inc. © 2003 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC.

All elements of this product have been copyrighted. All elements not originally created by TDK Mediactive Interactive, Inc. (hereinafter referred to as TDK MEDIACTIVE) are licensed by the respective licensors. Please refer to the insert and package for specific attributions,legal notices, and restrictions. This manual and all contents described within it are copyrighted. All rights reserved.

Under existing copyright laws, this product and associated package components (whether complete or only a portion thereof) cannot be copied without prior written consent of TDK MEDIACTIVE. The same property and copyright notices must be affixed to any permitted
copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold. Under federal law, copying includes translating into another language or format. Using the audio segments in any multime dia presentation intended for audiences may obligate you to pay a small fee per person in accordance to ASCAP / BMI or other performer's rights organizations.

LICENSE AGREEMENT
This is a license agreement between you (either an individual or an entity) the end user, and TDK MEDIACTIVE. TDK MEDIACTIVE hereby grants to you, the owner of this product, a non-exclusive license agreement to use the enclosed software, subject to the terms and restrictions set forth in this non-exclusive agreement. If you do not agree to these terms as set forth herein,you must return the unused product to the manufacturer.

LIMITED WARRANTY
TDK MEDIACTIVE warrants that this product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on the duration of an implied warranty, so the above limitation may not apply to you.

CUSTOMER REMEDIES
TDK MEDIACTIVE's entire liability and your exclusive remedy shall be, at TDK MEDIACTIVE's option, either a return/refund of the price paid or repair or replacement of the product that does not meet TDK MEDIACTIVE's limited warranty and that is returned to TDK MEDIACTIVE with a copy of your receipt, evidencing the date of purchase. In no event shall TDK MEDIACTIVE's liability with respect to this limited warranty exceed the cost of replacement of the media on which the product is recorded. This limited warranty is void if failure of the product has resulted from accident, abuse, or misapplications. Any replacement of the product will be warantedfor the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product services offered by TDK MEDIACTIVE are available for the U.S. version of the product outside of the United States and Canada.

NO OTHER WARRANTIES
TDK MEDIACTIVE disclaims all other warranties, either expressed or implied, of merchantability and fitness for a particular purpose,with respect to the product and the accompanying written materials. TDK MEDIACTIVE does not warrant that the enclosed product or documentation is without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES
In no event shall TDK MEDIACTIVE or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this TDK MEDIACTIVE product, even if TDK MEDIACTIVE had been advised of the possibility of such damages. Because some states/jurisdictions do not allow limitations on duration of an implied warranty, the above information may not apply to you. The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, expressed or implied. No dealer of TDK MEDIACTIVE product, nor distributor, TDK MEDIACTIVE agent or employee is authorized to make any modifications or additions to this warranty. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law that cannot be pre-empted.

TDK Mediactive – 4373 Park Terrace Dr., Westlake Village, CA 91361

©Disney. Developed by High Voltage Software. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories. Uses Bink Video. © 1997-2003 by RAD Game Tools, Inc. © 2003 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. U.S. AND FOREIGN PATENTS PENDING.

61512-500